

SPARKSTER!

KID CHAMELEON

Sonic *the comic*

**THAT
STINKING
FEELING!**

**SONIC'S
BRUSH
WITH
BAD
BREATH!**

**DOUBLE-FISTED
KNUCKLES!**

- CHAOTIX
CAPERS!
- PUNCHY
PIN-UP!

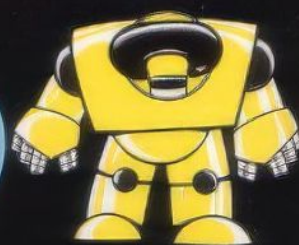


**YOUR
HOLIDAY
ART!**



CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

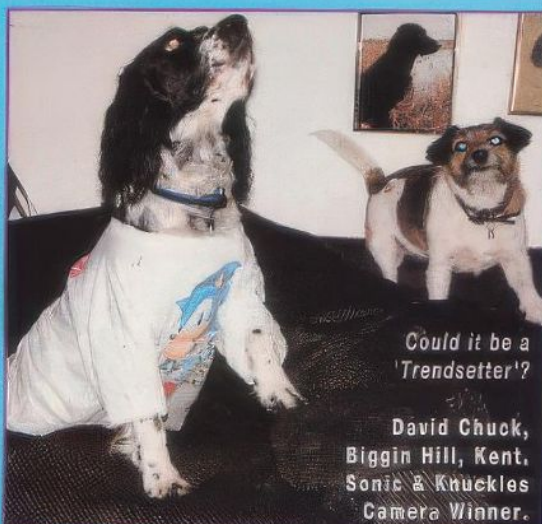
If I had any I'd be raring to get my teeth into this snappy issue! You'll have noticed from the front cover that there's something whiffy afoot (and I'm not talking Sonic's power-sneakers!). All will be revealed in the concluding part of the Sonic story, **The Great Escape**. You decide which sounds the scariest as **Kid Chameleon** prepares for ghostly goings on while **Sparkster** hears the sound of wedding bells! There's a **Knuckles** overload with more **Total Chaotix** action, together with a red dreaded double-page Pin-Up!

STC is given the complete M.O.T. (Megadroid Overhaul Treatment) from Issue 58 (I also get an overhaul making me even more attractive). All this for an extra 5p, but Boomers rest assured that the new look will be even funkier than Knuckles dreads. More to reveal next issue!

Megadroid

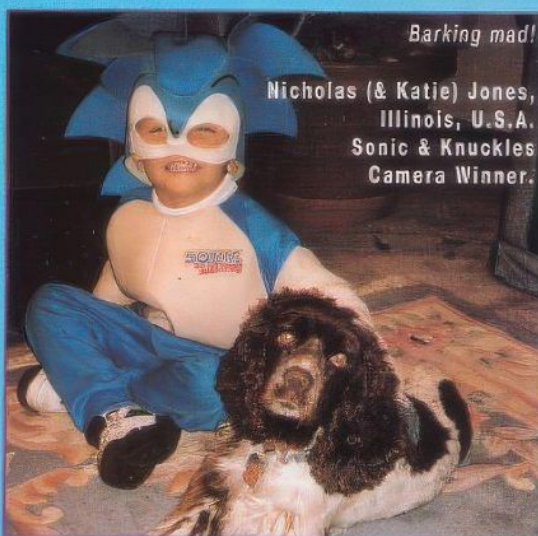
- **Managing Editors:** Richard Burton
- **Editors:** Deborah Tale
- **Designers:** Gary Knight
- **Assistant Editors:** Audrey Wang
- **Cover:** Carl Flint
- **Publisher:** Rob McInnessey

SONIC THE HEDGE-DOG!



Could it be a 'Trendsetter'?

David Chuck, Biggin Hill, Kent.
Sonic & Knuckles Camera Winner.



Barking mad!

Nicholas (& Katie) Jones, Illinois, U.S.A.
Sonic & Knuckles Camera Winner.

STC has been hounded with photos proving that a Boomers best friend isn't just a hedgehog! Keep sending in those unusual Sonic related pics and you could be the one taking a **Sonic & Knuckles Fuji Disposable Camera** for a walk!

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover
re-entry new entry



MEGA DRIVE

- 1 **new** BRIAN LARA CRICKET
- 2 **down** WINTER OLYMPICS
- 3 **re** WORLD CUP USA '94
- 4 **down** FIFA SOCCER '95
- 5 **down** BALLZ
- 6 **down** TOEJAM AND EARL 2
- 7 **down** PGA EUROPEAN TOUR GOLF
- 8 **down** DOWN ROAD RASH 3
- 9 **re** RUGBY WORLD CUP '95
- 10 **down** ETERNAL CHAMPIONS

MEGA-CD

- 1 **up** WORLD CUP USA '94
- 2 **up** MICKEY MANIA
- 3 **down** GROUND ZERO TEXAS
- 4 **up** FIFA INTERNATIONAL SOCCER
- 5 **up** BRUTAL: PAWS OF FURY
- 6 **up** REBEL ASSAULT
- 7 **re** TOMCAT ALLEY
- 8 **new** SEGA CLASSICS
- 9 **down** NOVA STORM
- 10 **up** DOWN SNATCHER

MASTER SYSTEM

- 1 **down** BRAM STOKER'S DRACULA
- 2 **down** ROAD RASH
- 3 **up** SENSIBLE SOCCER
- 4 **down** COOL SPOT
- 5 **down** SONIC THE HEDGEHOG 2
- 6 **down** WINTER OLYMPICS
- 7 **down** DESERT SPEED TRAP
- 8 **down** STAR WARS
- 9 **new** DRAGON: THE BRUCE LEE STORY
- 10 **down** ROBOCOP V TERMINATOR

GAME GEAR

- 1 **up** WINTER OLYMPICS
- 2 **down** JAMES BOND 2 - ROBOCOP
- 3 **down** SONIC THE HEDGEHOG 2
- 4 **re** COSMIC SPACEHEAD
- 5 **up** PGA TOUR GOLF 2
- 6 **re** FANTASTIC ADVENTURES OF DIZZY
- 7 **re** MORTAL KOMBAT 2
- 8 **up** F15 STRIKE EAGLE 2
- 9 **down** BATMAN RETURNS
- 10 **re** THE LION KING

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SONIC

THE HEDGEHOG™

The Great Escape! PART 2

Script: NIGEL KITCHING Art: ROBERTO CORONA/TIMOTHY MARX Lettering: ELLIE DE'VILLE

SONIC AND HIS GANG ARE ATTEMPTING TO RESCUE THIRTY-FIVE OF THE EMERALD HILL FOLK FROM ONE OF ROBOTNIK'S BADNIK PROCESSING PLANTS.

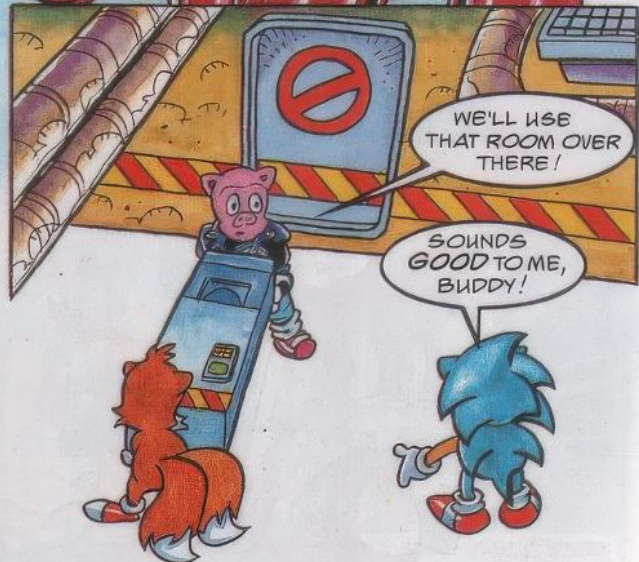
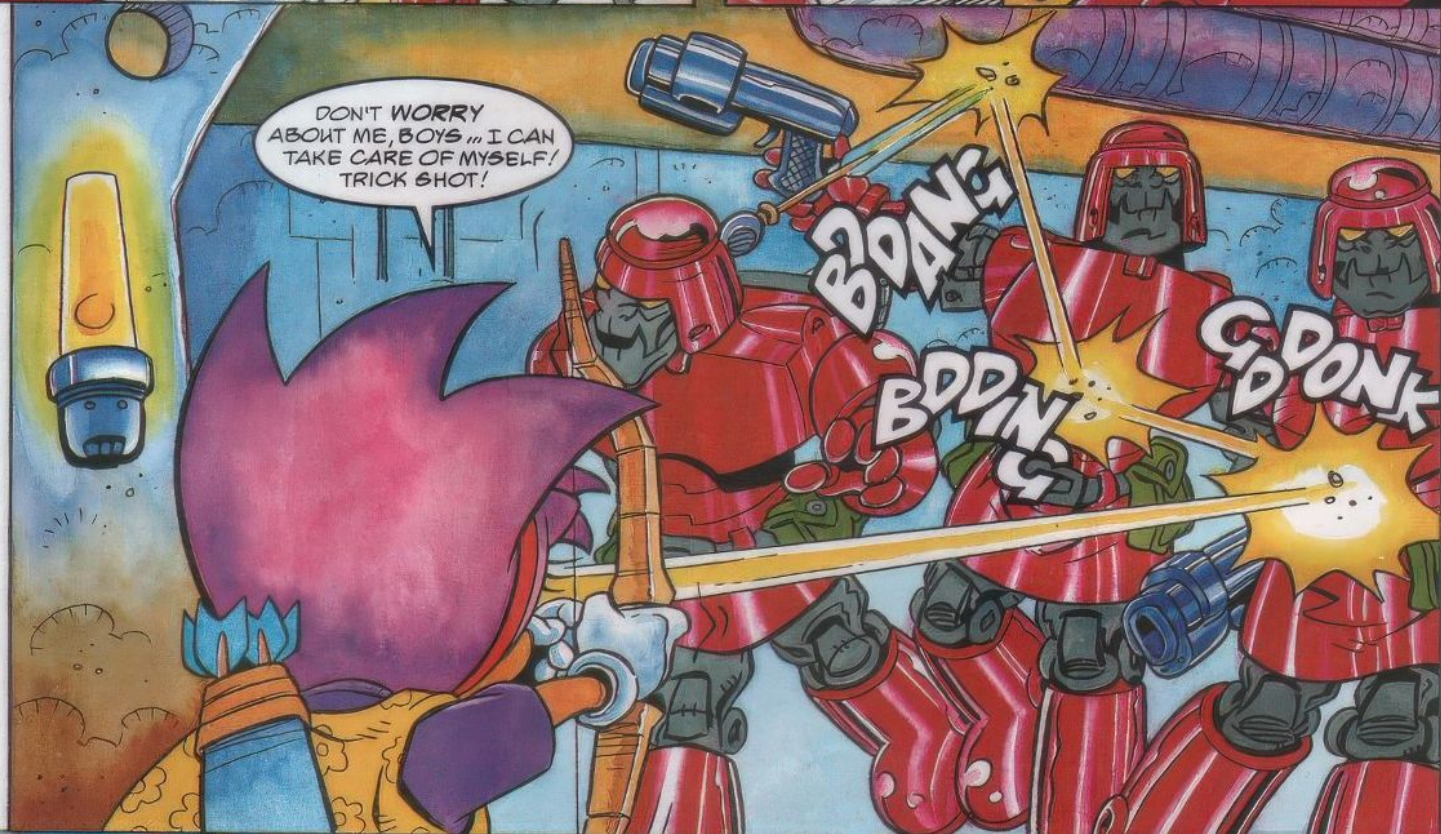
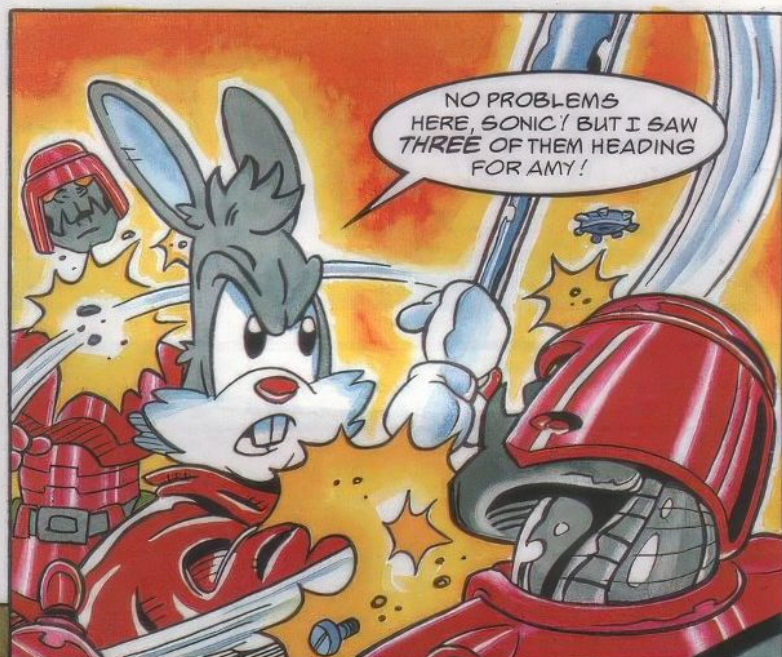
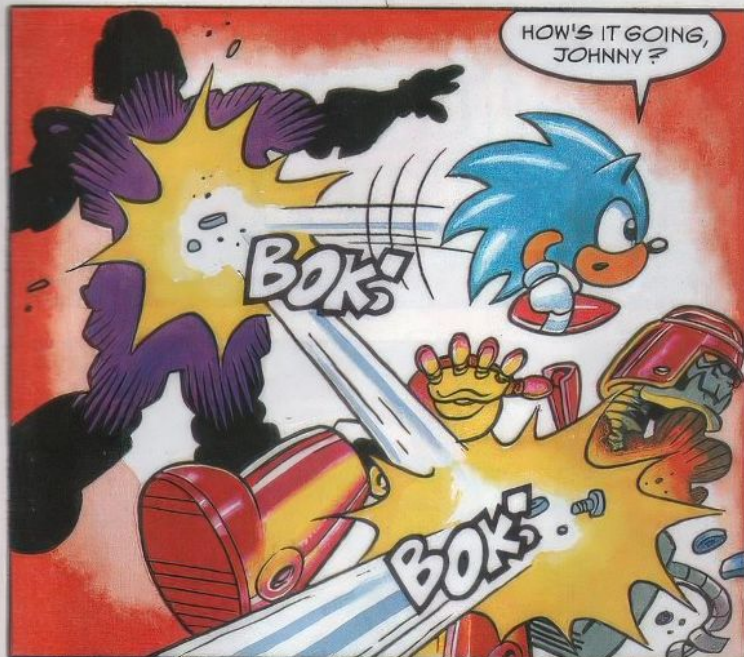
THINGS ARE NOT GOING ALL THAT WELL!

OKAY, GUYS, THEY'RE ON TO US ... MIGHT AS WELL DITCH THE BADNIK DISGUISES!

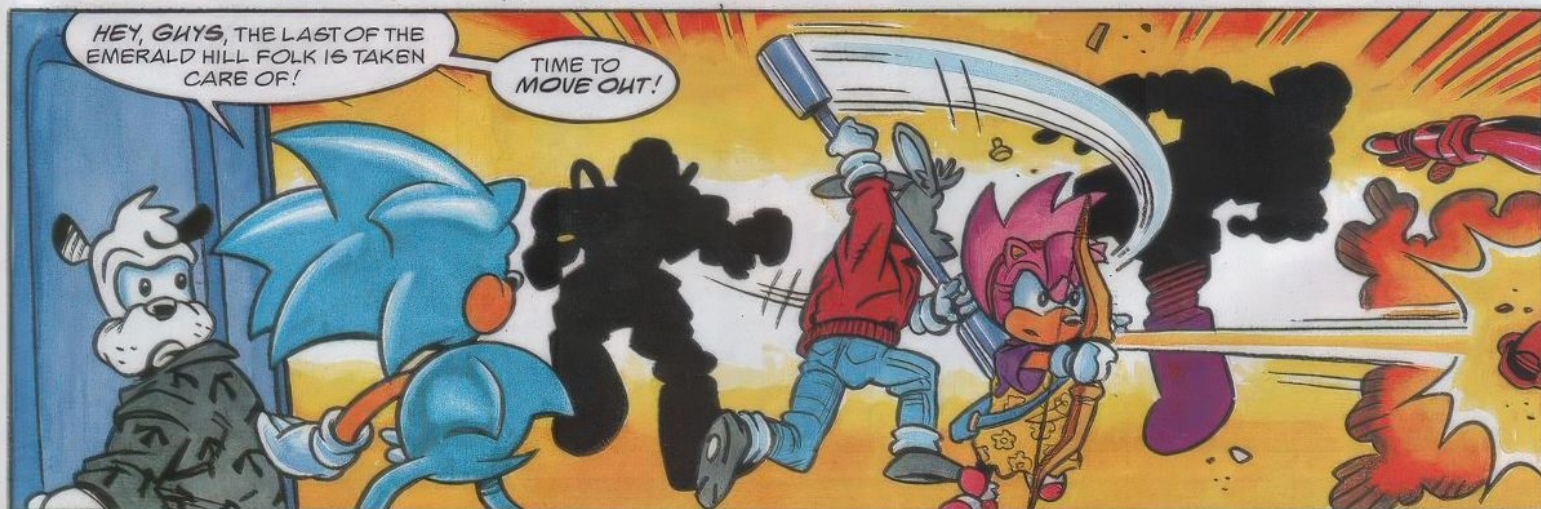
WHAT ARE YOU BADNIKS WAITING FOR? GET THEM!

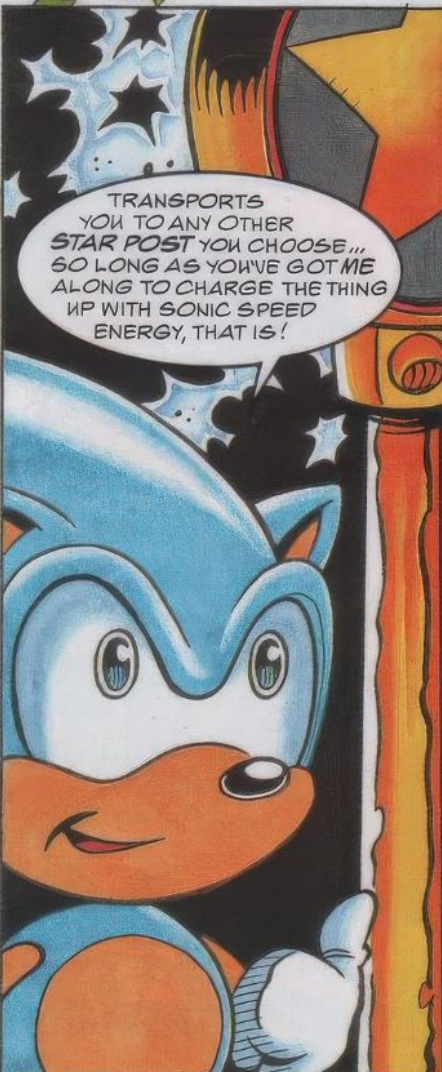
YOU ALL KNOW WHAT TO DO. SO LET'S GET THIS SHOW ON THE ROAD!





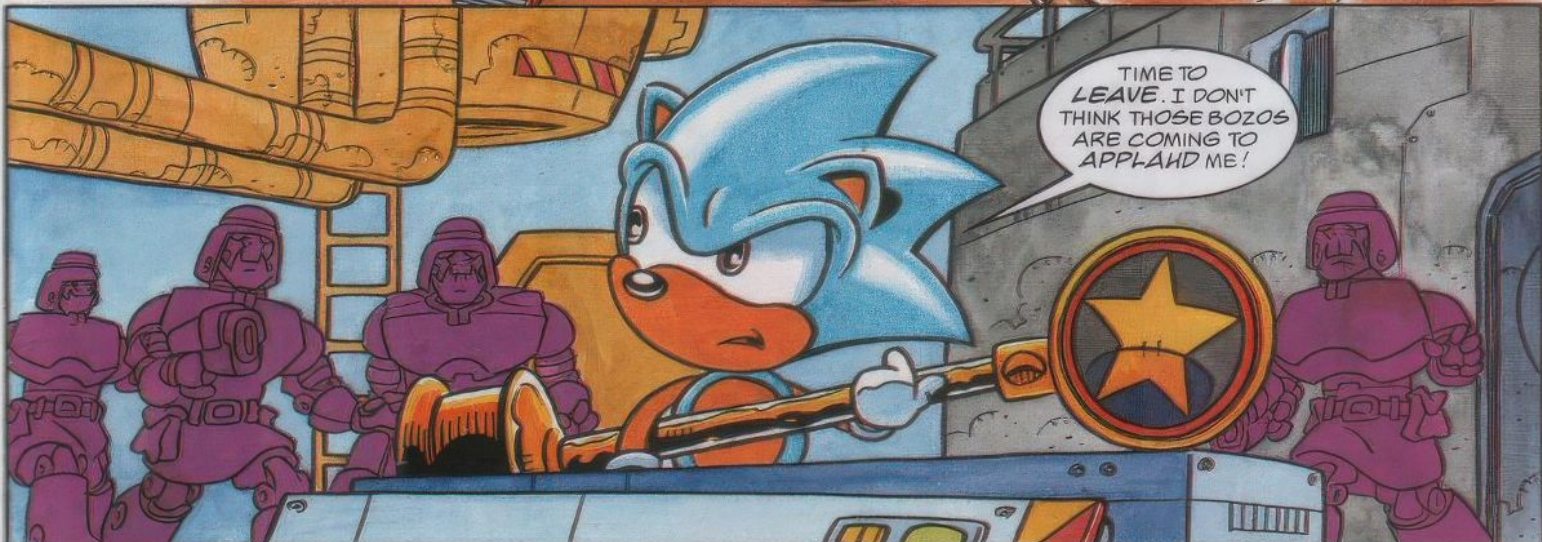








DON'T
YOU EVER LEARN,
CREEPO?





MEANWHILE.

WH... WHERE
ARE WE?

THIS IS
THE FLOATING
ISLAND... YOU'LL BE
SAFE FROM ROBOTNIK
HERE, ALONG WITH THE
REST OF THE EMERALD
HILL FOLK!

I JUST
HOPE SONIC
MADE IT.

THIRTY-FIVE
OF THE EMERALD HILL
FOLK RESCUED... NOT A
BAD DAY'S WORK!



HE DID.

YE-HAAA!
THOSE BADNIKS
DIDN'T EXPECT ME
TO BE ABLE TO FLY
OUT OF THIS
DUMP!

BUT THERE
ARE OTHERS, AND I'LL
NEVER REST UNTIL EVERY ONE
OF THEM IS FREE!



AND THERE'S JUST TIME TO
LOOK IN ON A CERTAIN
DOCTOR BEFORE WE GO.

THIRTY-FIVE
RESCUED YOU SAY... MOST
REGRETTABLE!



STILL, IT'S ONLY
A MATTER OF TIME...
I'LL FIND OUT WHERE THE
EMERALD HILL FOLK ARE
HIDING AND THEN I WILL
HAVE MY REVENGE!

NEXT ISSUE: THE RAMPAGE OF MEKANIK!

Graphic Zone

If this multi-cultural selection of drawings doesn't help get you in the holiday mood, nothing will!

Each artist-hume will receive a pack of Crayola Overwriter Pens.

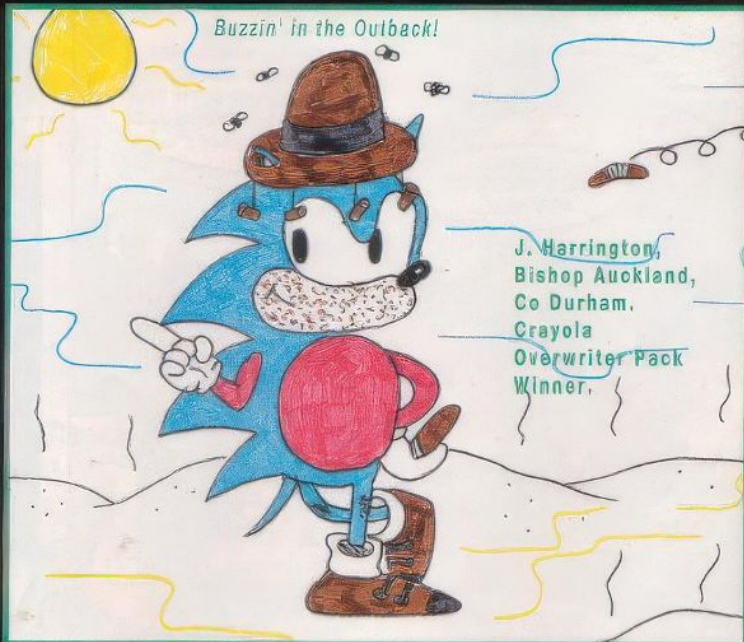


Ah-So-nic!



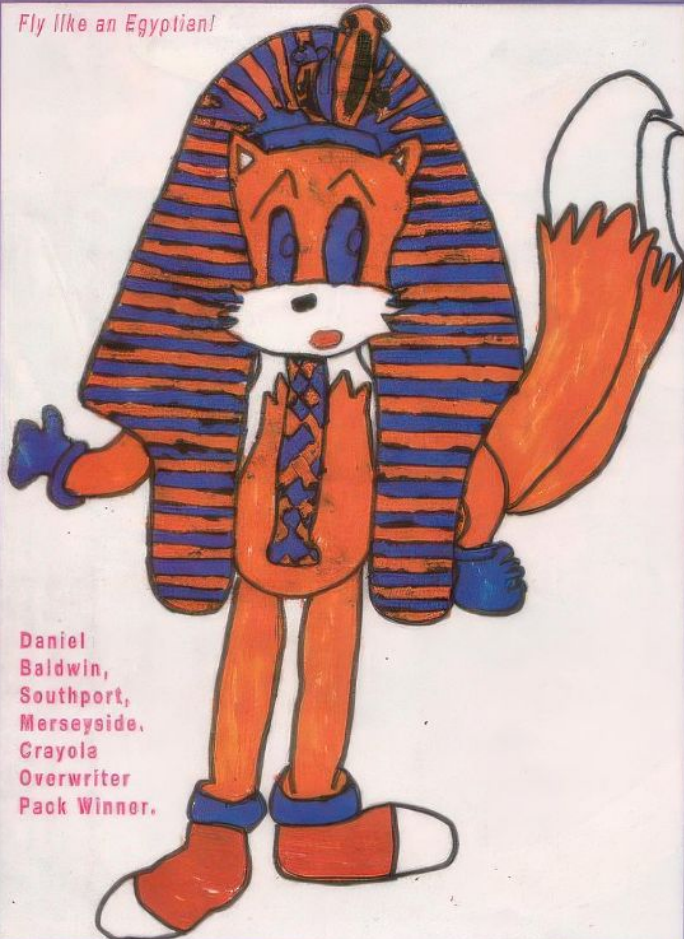
Simon Berthiaume,
Bridgewater,
Somerset, MD owner,
Crayola Overwriter
Pack Winner.

Buzzin' in the Outback!



J. Harrington,
Bishop Auckland,
Co Durham,
Crayola
Overwriter Pack
Winner.

Fly like an Egyptian!



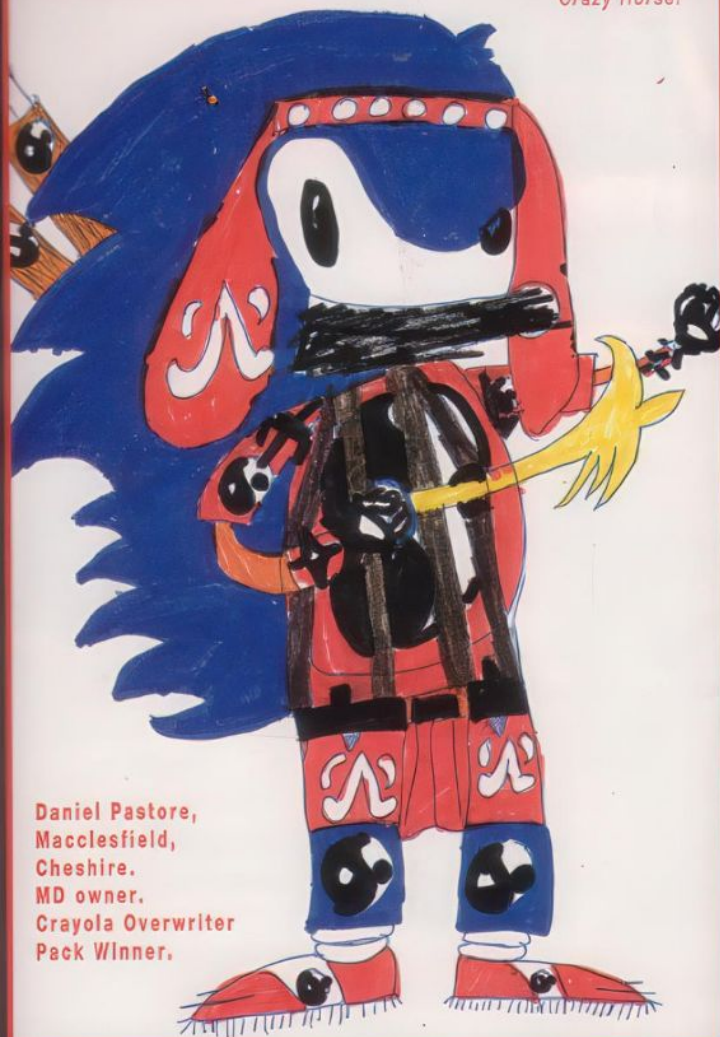
Daniel
Baldwin,
Southport,
Merseyside,
Crayola
Overwriter
Pack Winner.

The Italian Hedgehog!



Peter Passarelli, Arnold,
Nottingham, MS owner,
Crayola Overwriter Pack
Winner.

Crazy Horsel



Daniel Pastore,
Macclesfield,
Cheshire.
MD owner.
Crayola Overwriter
Pack Winner.

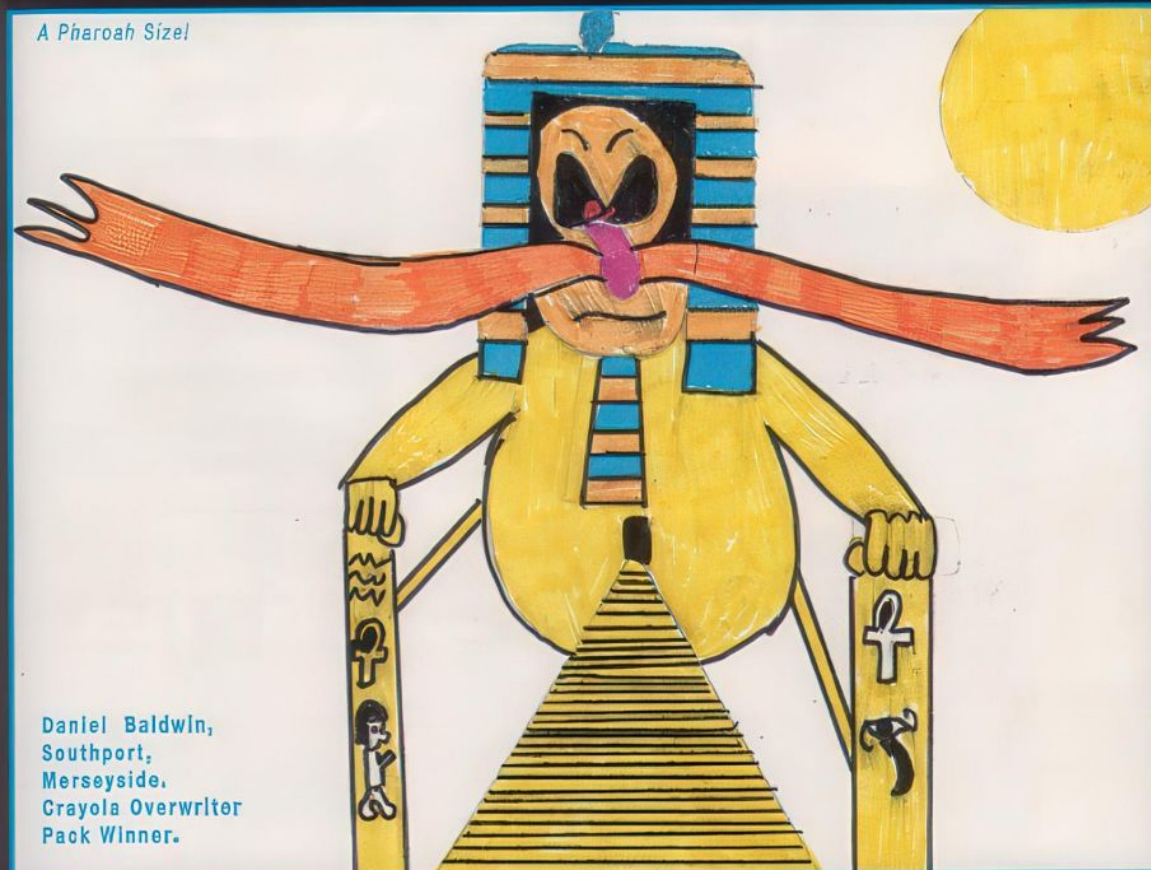
Vive le Knuckles!

James Day,
Ilfracombe,
Devon. MD owner.
Crayola Overwriter
Pack Winner.



KNUCKLES
la FRANCAIS

A Pharaoh Size!



Daniel Baldwin,
Southport,
Merseyside.
Crayola Overwriter
Pack Winner.

Here's a few tips to help
you get your handy-work
selected in Graphic Zone:-

- Use paint or felt tip pens on plain white paper if possible (try to avoid lined paper and pencils, as they don't show up as well when printed).
- Be original - come up with your own ideas.
- Put your name and address, preferably written in capital letters, on the back of the page.

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems
Reviewer this issue: Jenny Fromer

THE ADVENTURES OF BATMAN AND ROBIN



game type: **PLATFORM**
1-2 PLAYERS



Just another quiet night in Gotham City ... but what's this I hear? The Joker, Penguin and Two-Face have escaped from the local sanatorium. This looks like a job for the Dynamic Duo!

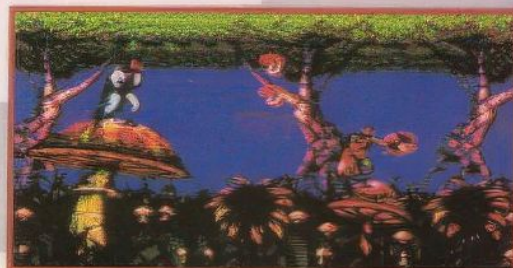
Fans of the TV cartoon series on which it's based will be pleased to know that Sega's **The Adventures of Batman and Robin** upholds the high standard of fast-paced action and slick production values. Everything about the game should look familiar as the heroes, villains and settings have all been faithfully recreated.

As for the gameplay, this is your basic left-to-right beat 'em up, improved by having Batman in the leading role. **Batman and Robin** is best played in the two-player mode using Boy Wonder to assist Batman in his quest. Either way, this is a hugely enjoyable romp through the dark corners of Gotham City. The action is

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville

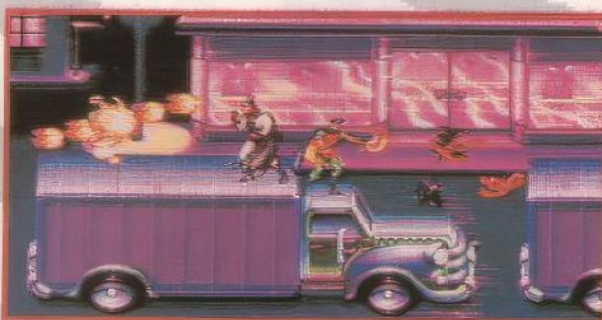
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

continuous, with villains trying to thwart you at every turn, and old favourites such as The Joker turning up as tough end-of-level bosses.



Our heroes come equipped with a number of weapons and have access to regular power-ups that can be used from a distance. At close range, the pair can usually survive using their array of punches, kicks and head-butts. The bosses are seriously challenging and can only be successfully destroyed by planning an attack; it can be frustrating bashing your way to the end of a level only to run out of continues. However, no password in this case makes the game a better challenge!

Last but not least, special mention should be made of the impressive 3-D levels, particularly the Batwing stage which takes the form of an overhead arcade shoot 'em-up giving a bird's eye view of Gotham City. In short, **The Adventures of Batman and Robin** is fast, challenging and well worth a play.



FAST FAX

PUBLISHER	SEGA	PRICE	£44.99
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GRAPHICS
..... 82

SOUND
..... 78

PLAYABILITY
..... 84

RAVES
A fast and
challenging
challenge.

GRAVES
Lacks
originality.

OVERALL : **82%**

HI, IT'S CASEY. I'M BACK IN THE VIRTUAL REALITY OF WILDSIDE, SEARCHING FOR A SCHOOLMATE WHO GOT LOST IN THE GAME.

OK, SO HE'S NOT EXACTLY A MATE. AT SCHOOL HE'S KNOWN AS BIG BULLY BRAD. BUT IN WILDSIDE, I GOT A NEW NAME TOO. HERE, I'M KID CHAMELEON!

KID CHAMELEON

BACK TO UNREALITY! PART 3

NOW I'VE TRANSFORMED INTO THIS JUGGERNAUT GUY I GOTTA BREAK OUT OF THE GRAVEYARD LEVEL AND GET FURTHER INTO THE GAME.

JUST ONE PROBLEM. HOW TO GET PAST THESE SUPERNATURAL CREEPS?

RRAAGGHH!

THOOM!

PREPARE TO FACE YOUR DESTINY, DEVIL SSPAWN!

Script: MICHAEL COOK
Art: BRIAN WILLIAMSON/STEVE WHITE
Lettering: TOM FRAME

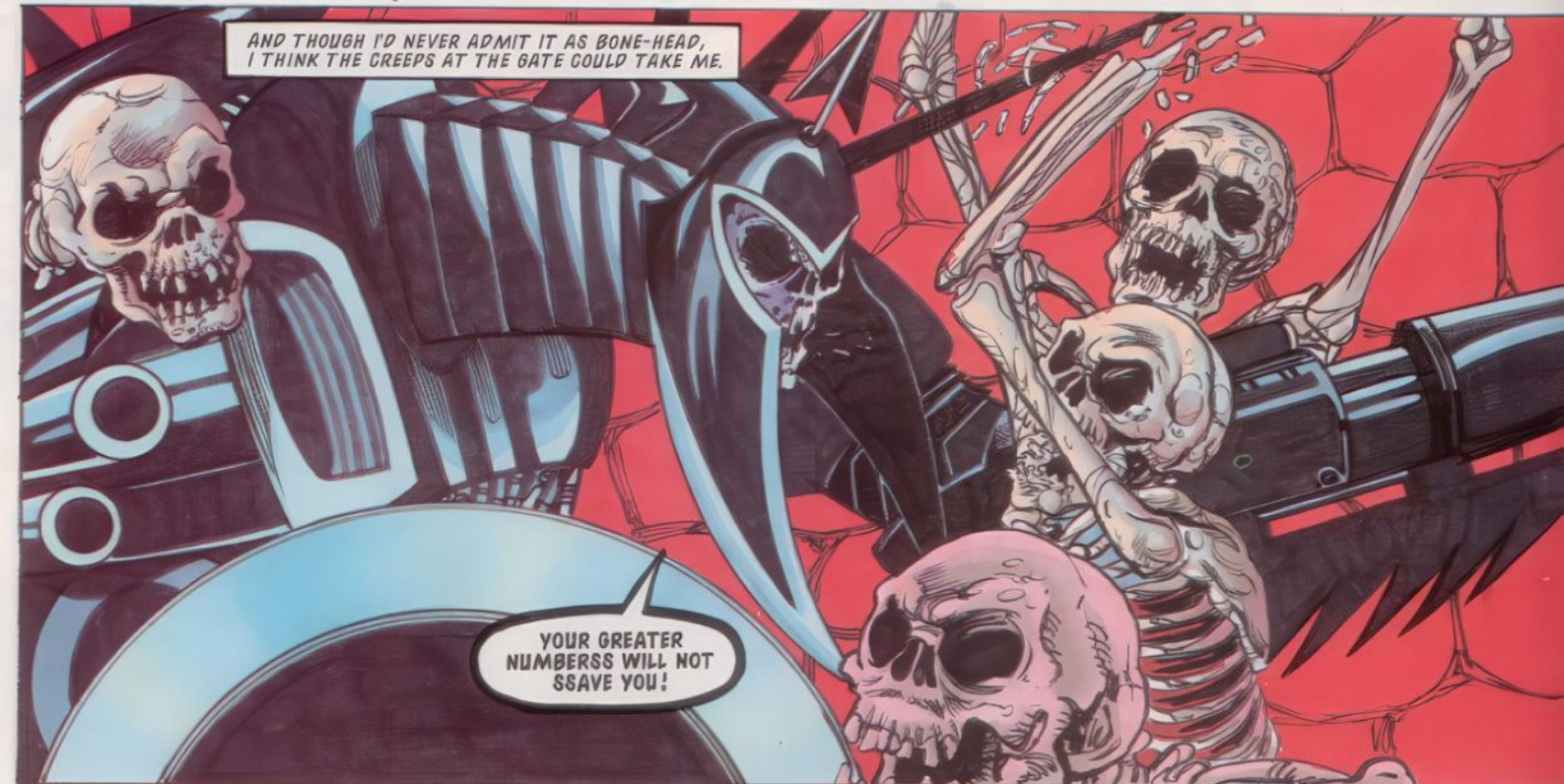


WHOEVER DARESS
CROSS THE PATH OF
JUGGERNAUT WILL
FACE HIS WRATH!



KKRUNCH!

HMMM, THE TELEPAD TO THE NEXT
ZONE'S BEYOND THOSE GATES.



AND THOUGH I'D NEVER ADMIT IT AS BONE-HEAD,
I THINK THE GREEPS AT THE GATE COULD TAKE ME.

YOUR GREATER
NUMBERS WILL NOT
SSAVE YOU!

BUT I'M JUGGERNAUT.

THOOM!

WHO NEEDS GATES?



MIND'S RACING. I'VE
COMPLETED TWO ZONES,
BUT I'M STILL NO
NEARER FINDING BRAD.

ALL I'VE GOT IS A
SCRAWLED MESSAGE ON
A SUBWAY WALL AND A
MYSTERY VOICE THAT
KEEPS SPEAKING TO ME...

CHAMELEON,
YOU SHOULD KEEP
FOCUSED ON WHAT
LIES AHEAD OF YOU.

THE VOICE
SPEAKS
AGAIN...?



STILL GROGGY. DON'T KNOW HOW LONG I'VE BEEN AT SEA. I THINK I PASSED OUT BACK THEN...

HEY, I THINK THERE'S PEOPLE ON THE BEACH.

IN MY CONDITION, I JUST HOPE THEY'RE FRIENDLY.

SIR, LOOK!

HEY...

CHAIN HIM WITH THE OTHERS.

HEY... THAT'S...

I DON'T BELIEVE IT. I COME ALL THIS WAY TO SAVE A GUY AND...

...BRAD!

NEXT ISSUE: DESTINATION ISLECATRAZ.

THE SPECIAL ZONE.

ROBOTNIK'S OLD BASE OF OPERATIONS
WAS THOUGHT TO BE DESERTED...

...BUT THIS IS NOT THE CASE!

INTRUDERS:
THE GROUP KNOWN
AS CHAOTIX
AND THE ECHIDNA,
KNUCKLES.

DEAL WITH
THEM
IMMEDIATELY.



KNUCKLES

TOTAL CHAOTIX

Part 4

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL

I OBEY,
EMPEROR.

CLEARLY
YOUR FRIENDS ARE
ATTEMPTING TO
RESCUE YOU, OMNI-
VIEWER.

UNFORTUNATELY,
THEIR EFFORTS
ARE DOOMED TO
FAILURE.

IN A CORRIDOR ELSEWHERE
ON THE FORTRESS...

THE ALARM'S
STOPPED, BUT IF THE
METALLIXES ARE HERE, THEY
ARE SURE TO HAVE
HEARD IT.

YEAH,
THANKS TO
MIGHTY 'THE
BRAIN'
HERE!

WHAT'S
THAT CRACK
MEANT TO
MEAN?

IT MEANS
IT WAS YOU WHO
SET THE ALARM OFF
IN THE FIRST
PLACE!

YOU
CREEP, ESPIO!
I OUGHT
TO...

JUST
TRY IT, BIG
MOUTH!

GIVE
IT A REST,
BOTH OF
YOU!

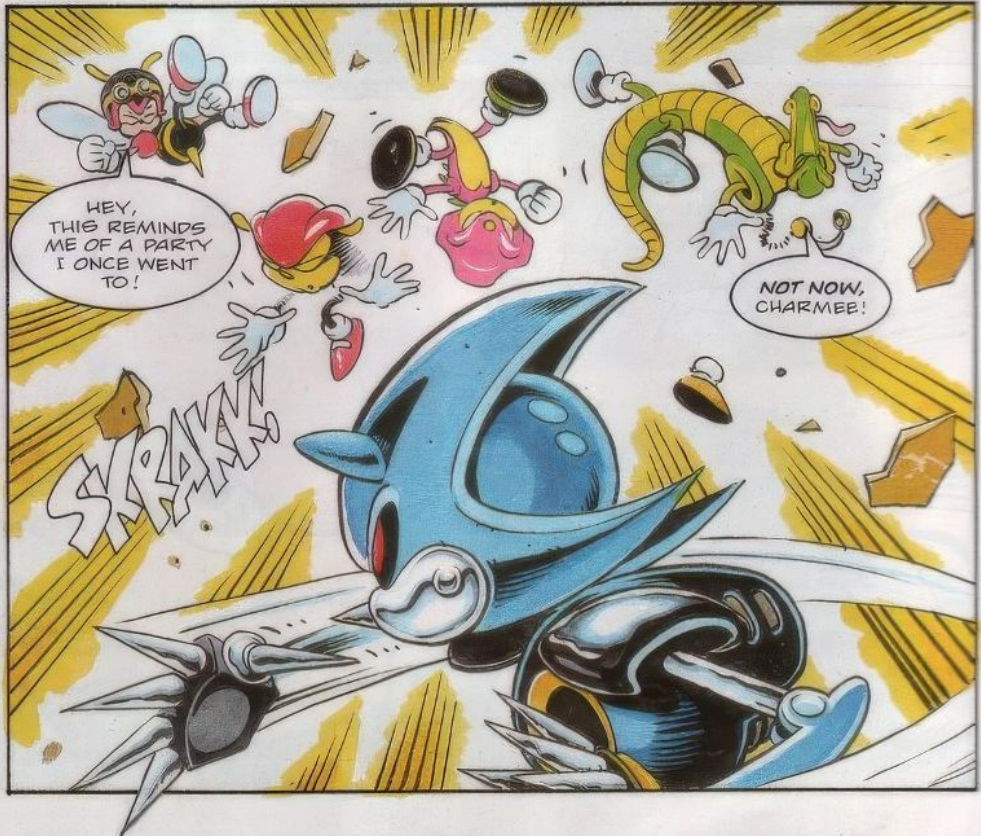
HEY,
CHARMEE'S BACK!
SEE ANYTHING,
SQUIRT?

DID I EVER!
THE METALLIXES ARE HERE
ALL RIGHT! AND ONE
OF THEM IS HEADING THIS
WAY!

QUICK,
EVERYONE, IN
HERE!

THE
VENTILATION
SYSTEM? WHAT
A CLICHÉ!







Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

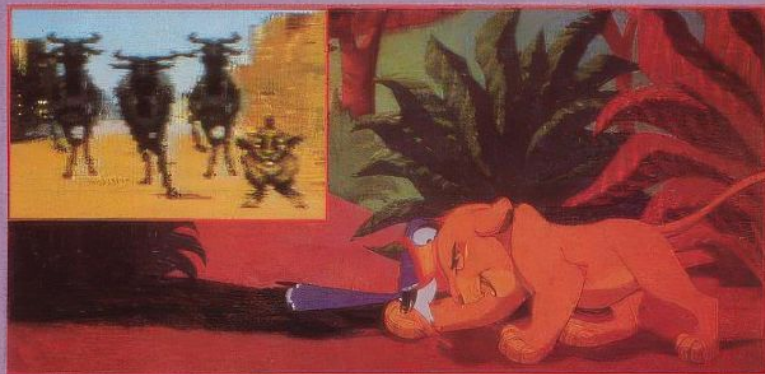
Once again, David Gibbon, delves into the Q Zone mailbag in an attempt to put an end to Boomers brain-aching queries!



LION KING



Mega Drive



Q. When I read the Q Zone in *STC 48*, I was very excited to see a cheat for one of my favourite Mega Drive games, *The Lion King*. However, I was bitterly disappointed when I couldn't get the cheat to work! Have you made a boo-boo or am I doing something wrong?

Michael Bicewill, Co. Lewis, Ireland, Jonathan Hurrell, Benfleet, Essex, Sebastian Hall, Warks, Nr Nuneaton, Charlie Owen (no address supplied), and loads more of you!



A. Whoops! Unfortunately, I should have said 'Sound Effects' and not 'Sound Test'. Sorry to all feline-type-Boomers everywhere (phew!). In an attempt to make up for it here is the correct cheat:-

LEVEL SELECT

From the menu screen, select Options. Go to the Sound Effects (not Sound Test!) option and press Right, A, A, then B on your joypad. Next, press Start and both options should now appear. If it doesn't work this time, then my name's Simba - which it isn't, so there!

EARTHWORM JIM



Mega Drive

Q. When I tried the *Earthworm Jim* cheat in *STC 48* nothing happened! I paused the game and pressed A, Left, B, B, A, A, Right, B, B and A, but to no avail!



Please put me out of my misery and tell me what's wrong!

Mike Saxon, Stockport, Cheshire, Charlie Emery, Bow, London and Adam Maccloud, Macclesfield, Cheshire.

A. We've received a lot of letters on this, but the fact is the cheat was actually correct (who said that's unusual?). However, a lot of you Boomers out there have been entering the cheat in the wrong way and this is the reason it did not work. Especially for you lot, here's the correct way to enter this brill and much-requested cheat:-



CHEAT SCREEN

Start the game as normal, then press Start to pause. On your joystick, press A and Left together. Now, press B, B and A. Then press A and Right together, finally press B, B and A. Hopefully you should see the screen clear, a picture of the programmers appear and you hear the words 'cheater'.

You'll also notice that as well as a Level Select, the cheat screen also allows you to become invulnerable and to see a map of the level before you start playing.

SONIC & KNUCKLES



Mega Drive



Q. In *STC 50* you mentioned that you would like to hear from anyone who has managed to get all the way through *Sonic & Knuckles* to reach the Doomsday Zone. Well, I've gone and done just that! Lucien Young, Morpeth, Northumberland, Steven Harris, Bletchingley, Surrey, Andrew Coyne, Epsom Downs, Surrey, Michael Beresford, Littleover, Derby, and many more!

Here's exactly how they managed it:-

A. Start by plugging *Sonic 3* into *Sonic & Knuckles*. Next, play right through *Sonic 3* and *S & K*. Collect as many emeralds as you can; you need a minimum of seven emeralds to reach the Doomsday Zone. However, all 14 emeralds are needed to become Hyper Sonic. Right, following the Death Egg Zone, you'll enter the Doomsday level where you'll automatically change into either Super or Hyper Sonic; the Doomsday Zone involves trying to dodge meteors and asteroids, as well as the odd missile! You'll have to constantly collect extra rings as Sonic's will deplete at the rate of one per second. If you don't, Sonic will fall to his doom! Once you reach Robotnik's ship, you must dodge the fire and make the Sonic-seeking



missiles crash into Robotnik's ship and not you! Eight hits should do it. Next, you must chase Robotnik through another asteroid belt and repeatedly crash into Robotnik. After

eight hits, sit back and enjoy the end-of-game sequence!

The Q Zone mailbag overflowed following the request to find players who reached the Doomsday Zone! Congratulations to all Sonic-type-geniuses out there, but the first one to reach the STC office was Lucien, so a special well done to you.

For anyone who has a Game Genie but has been unable to reach the Doomsday Zone, try these codes:-

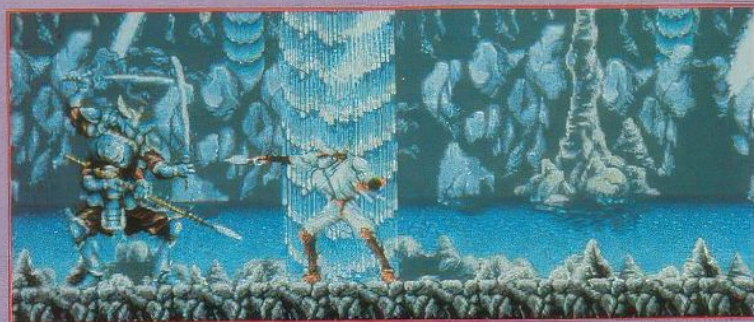
Before playing *Sonic & Knuckles*, enter the following:-

CODE	EFFECT
K2WACA4J	INFINITE LIVES
AWXTCA4C	NEVER LOSE RINGS
RGSA6YY	ONE BLUE SPHERE NEEDED FOR EMERALD

SHINOBI



Master System



Q. I am having trouble completing *Shinobi* on the Master System. Please print a level select and invulnerability cheat.

Philip Haynes, Farnborough, Hants.

A. Unfortunately, Philip, I don't have an invulnerability cheat, but I can certainly give you a level select. Well, you can't have everything!

LEVEL SELECT

Press the joystick diagonal Down and Left, together with button two. You should now be able to select the starting stage.

KING GEDOL HAS THE WORLD OF ELHORN UNDER A POWERFUL SPELL, TURNING THE ENTIRE POPULATION INTO HIS EVIL SUPPORTERS. ONLY SPARKSTER'S ROCKET KNIGHT ARMOUR KEEPS HIM IMMUNE.



SPARKSTER

TM LAST OF THE
ROCKET KNIGHTS!
Part 4

Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER

STAY CLOSE,
GEDOL'S ENCHANTMENT
WILL RETURN IF YOU MOVE
TOO FAR AWAY!



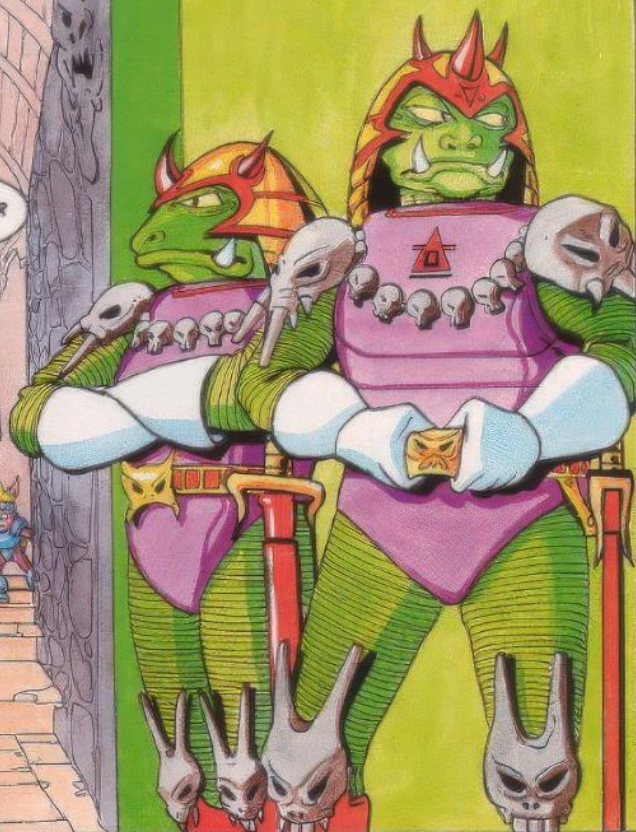
WE'RE
NEARLY THERE! GEDOL
KEEPS THE MYSTERIOUS
SOURCE OF HIS MAGICAL
POWERS IN THE EAST
TOWER.

HOW MANY
GUARDS?

TWO...

GREAT!
TWO SHOULD
BE NO PROBLEM
AT ALL!

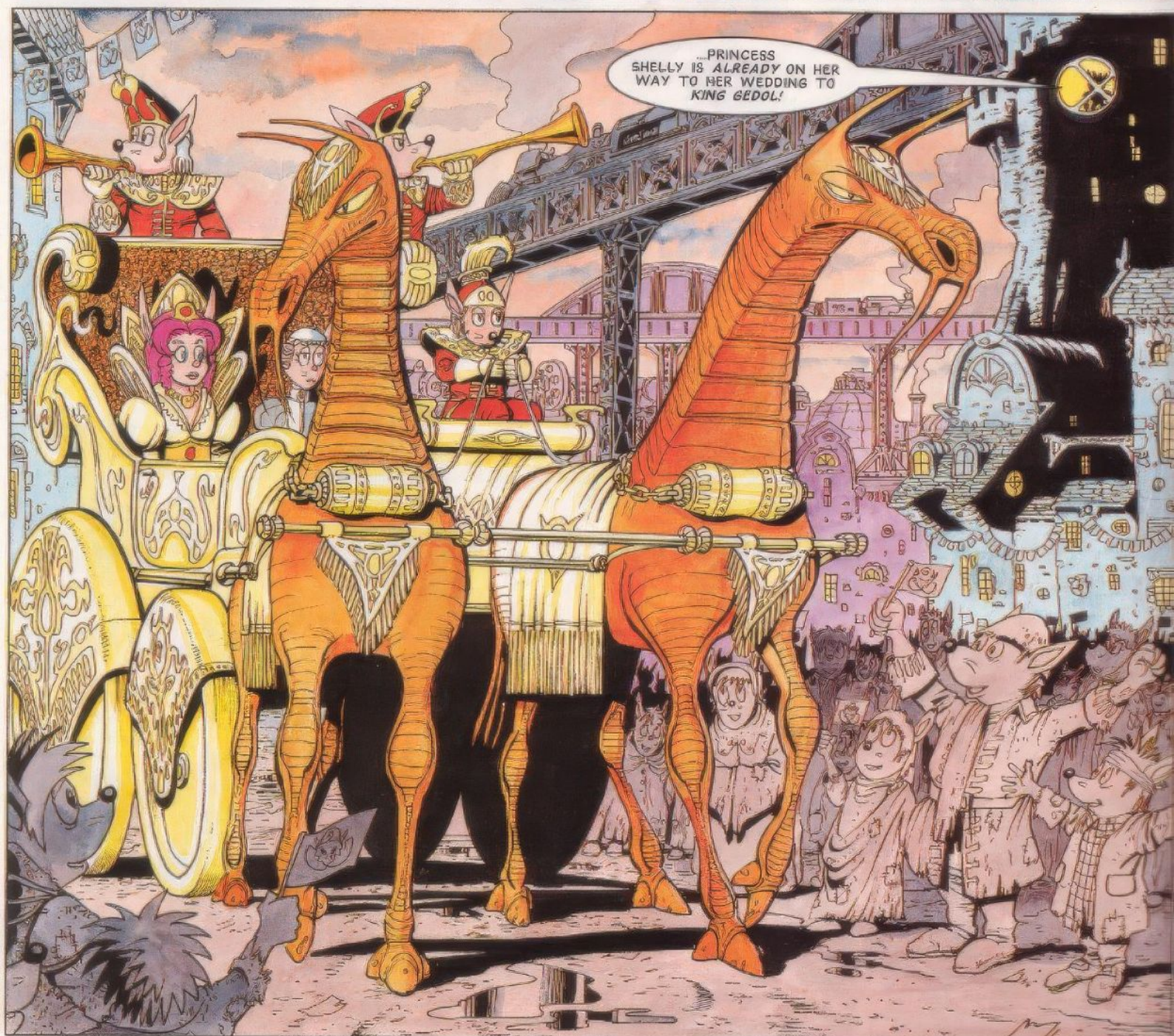
ON
THE OTHER
HAND...

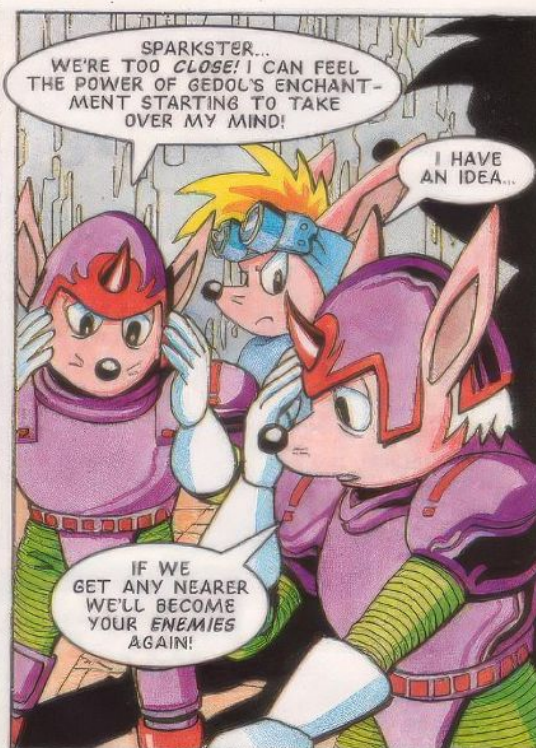
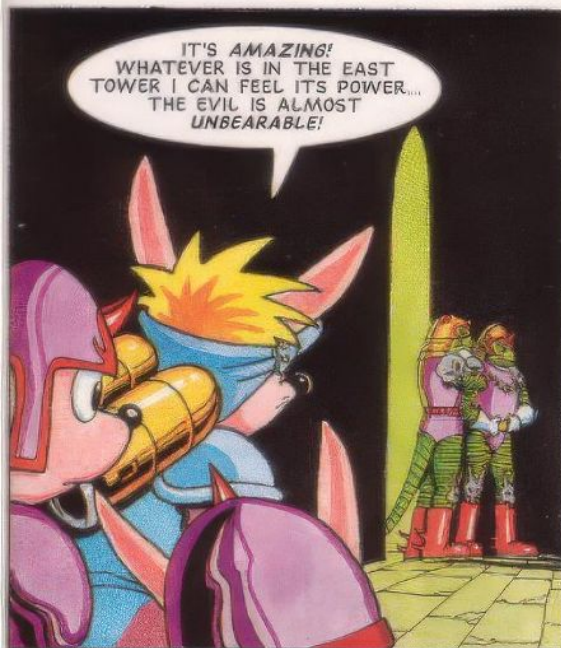


SUDDENLY...

WHAT?
THERE'S ONE HECK OF
A NOISE COMING FROM THE STREET
OUTSIDE! I WONDER WHAT'S
GOING ON...

OH NO!
TIME IS
RUNNING
OUT...







THESE
BOYS LOOK A LOT
TOUGHER THAN THEY
ACTUALLY ARE. GEDOL
MUST KNOW
THAT!



IT'S ALMOST AS
THOUGH HE THINKS THIS
PLACE DOESN'T REALLY
NEED GUARDING
AT ALL...



NNHHH...
THAT LIGHT I... I'VE
NEVER FELT SUCH
PURE EVIL!

IF IT
WASN'T FOR
MY ENCHANTED
ARMOUR...



I'VE
MADE IT!
NOW I'VE GOT TO...
I'VE GOT TO...
TO...



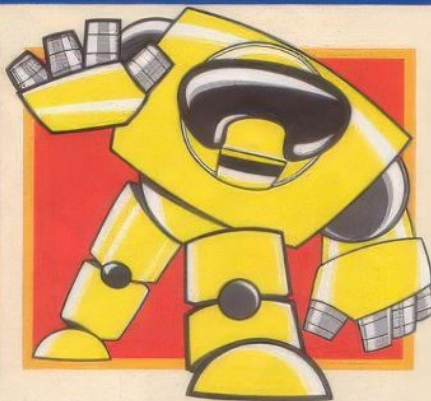
SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: **Speedlines, Sonic The Comic**, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.



Closet Reader!

Dear Megadroid,

I am a Sonic the Hedgehog fanatic and I drive my aunt crazy by hibernating in the bathroom with my copy of STC!

James Easton, Falkirk, Scotland.
MS owner.

Sonic Stationery Winner.



It's time to come out of the water closet James and share the STC experience with your aunt!

Rising Star?

Dear Megadroid,

I would like to see Sega make a game called **Enter the Cybernik** based on STC's own series. There could be some cracking gameplay as the Cybernik flies through the air firing lasers at oncoming Badniks. Also, will he be making a return to STC soon?

Kurt Walsh, Colchester, Essex.
MD owner.

Sonic Stationery Winner.



Nice idea, Kurt. You'll be pleased to know that the Cybernik returns in next issue's Sonic story, The Rampage of Mekanik.

Sonic gets ready for the release of the Judge Dredd film (out on 21 July).



↑ **Robert Webster, Edinburgh, Scotland.**
Sonic Stationery Winner.



Amy gets the ring of confidence!

↑ **Claudia Carmaciu, Chelmsford, Essex.**
MD owner. Sonic Stationery Winner.

Sonic Night Fever!

Dear STC,

Do Sega plan to record a cassette or compact disc of theme tunes taken from the Sonic games?
Thomas Frodsham, St. Helens, Merseyside. MD owner.
Sonic Stationery Winner.

Not that we know of Tom.

You'll have to move to Japan where there's a band that plays nothing but games music.

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for **Helen Waller** on 0171 344 6400.

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational Sonic **Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megatitious Sonic products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**



THE BAD AND THE UGLY!



**RAMPAGE OF MEKANIK!
THE CYBERNIK'S BACK!**



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DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address:

NAME.....

ADDRESS.....

AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

- 1.....
- 2.....
- 3.....

HOW DO YOU RATE ISSUE 56
OF **STC?**

%

